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TWO-UP: $4.00

The old Australian gambling game. Watch the coins bounce.

SLOT MACHINE: $6.00
(Version 2.0)

See how lucky you are on the "LYSCo Easy Money Machine". A four barrel colour slot machine with hold and nudge.

RUSSIAN ROULETTE: $4.00

Play Russian Roulette against your VZ-200 without the risk of the original game. In this version of the old game, the barrel of an 8 shot revolver is rolled, $100 is put on the table and you and your VZ-200 take turns at pulling the trigger. Either of you can quit at any time, but if you do, the money goes to the quitter's opponent, the barrel is re-rolled and the game continues. A simple but fun gambling game.

BEAT THE BUG $6.00

This is a puzzle where the player has to arrange a set of counters in a particular way. The player may start with a random or set pattern. This may be made relatively easy or extremely hard, which is determined by the amount of time and number of moves that the player selects before starting. This is unchallenged as the best puzzle program available for the VZ-200. You will need all your wits about you to complete this one!

MIND READER $4.00

Let your mind be read by your computer. That's right, it may seem impossible, but with a little help from this program, your VZ-200 will see right through your mind. A great one to show guests.

MARS LANDER: $6.00

A difficult game where the player has to land urgent supply capsules on Mars. Watch out! If the capsule doesn't burn up, it can easily smash on impact or miss the landing pad. A game of skill. True HI-RESOLUTION graphics.

ALIEN ESCAPE: $7.00

Find your way to the shuttle, eating as many dots as you can on your way. But watch for the ever growing alien. You can play it safe taking a short route to the shuttle, or you can stick around munching dots to receive a high score. Alien escape makes full use of the VZ-200's sound and graphics facilities. This game comes with a keyboard or joystick option.

CUB SCOUT $8.00

In this game the player becomes a Cub Scout setting out to do his good deed for the day; that is, to help an old lady across the road. That may sound easy, but it isnt; the cars and buses move so fast it takes a lot of skill crossing the road. Once you've got the old lady across the road, you have to get her across a river by jumping on logs and turtles. But watch out, one of the logs is slippery. Keyboard or joystock option.

ASTEROID FIELD $6.00

This is a game where the player has to fly a ship through a series of asteroid fields shooting as many asteroids as possible without being hit. Each asteroid field moves faster than the last. Joystick or keyboard.

LITTLE PACKER $8.00

In this great version of Pacman, the player has to move around the screen munching dots. But beware!!! There are four ghosts in the maze who track and try to eat you. If you eat one of the four pills around the maze, the roles temporarily change and you become the hunter. When you have eaten most of the dots, a gate appears to the next maze. Colour, sound and on-screen scoring. Joystick or keyboard option.

See how many caverns you can steer your ship through. But watch out! Each cavern is harder and faster than the last. A great game to test and improve your reflexes. With sound, colour and on-screen scoring. This game includes a keyboard or joystick option.

GOLDMINE ADVENTURE: $7.00

This is a two programme adventure where the player is required to find his way through a goldmine and then slay a dragon. Meet wizards, warlocks and witches. Fight goblins and monsters. Escape from earthquakes using your magic powers. Answer cryptic riddles to escape from dungeons. A great game for the experienced adventurer or the novice. This game may take months to complete so we have added a save game facility.

METRIC CONVERSIONS: $4.50

This useful programme performs twelve different length and area metric to English and English to metric conversions.

RACING SELECTOR: $5.50

This programme allows you to enter up to ten horses at a time with their form and then gives a win, place and each way rating for each horse. Plus it can output the results to a printer.

CHECK RECORD $10.00

This is a program enabling the user to record the cheques he writes. They are grouped into categories of your own selection and totalled. It will save data on cassette. It will output to a printer or on screen, listing separate months or in categories as required.

MASTER FINANCE 100 $12.00

A powerful financial filing system. It allows you to store up to one hundred and forty-one records, each consisting of two fields per file. Full searching, sorting and analysing routines are included. It is menu driven, uses simple prompts and like all of our programmes it is under priced. Outputs to printer.

ACTION PACK

CUB SCOUT, MARS LANDER, ALIEN ESCAPE AND ASTEROID FIELD
ALL ON ONE CASSETTE FOR ONLY $20.00

FINANCIAL RECORD CASSETTE

MASTER FINANCE 100 AND CHECK RECORD ON ONE CASSETTE FOR $16.00

FUN PACK

LITTLE PACKER, SLOT MACHINE, BEAT THE BUG AND CAVERNS OF VENUS
ON ONE CASSETTE FOR $18.50

means 16K RAM expansion is required. All other programmes run on unexpanded VZ-200.

Post and packing $1.50 for sales under $12.00. All sales over $12.00 receive post and packing free in Australia.

ON THE DRAWING BOARD

MEDANIA PIRATE - A great new adventure that takes place on another planet.
BATTLESHIP - You play against the computer.
PROBASE - A high quality database management system and electronic spread sheet at a LYSCo price compatible with PROLINE and PROLIST.
PROLINE - The ease of a line editor and facilities of a word processor, compatible with PROLIST.
PROLIST - A menu driven, powerful, mailing list system.

Send orders to:

Leon Young Software Co.,
P.O. Box 265,
BUNBURY. W.A. 6230

Prices correct as of 1st September 1984 and subject to change without prior notice.

LYSCo HI-SCORE TABLE

If you have made a higher score than one of the scores listed below on the relevant game, please let us know, and if your score is higher than the current record, your score and name will be displayed. Send your name and address along with the name of the game, the score, and either a photo of the screen or a witness' signature.

All people who break a current record will receive a $5.00 voucher towards the purchase of your next programme.

GAME	SCORE	PRESENT HI-SCORE HOLDER
TWO-UP	$ 800.00	
SLOT MACHINE	$ 8.00	
RUSSIAN ROULETTE	$1,000.00	
MARS LANDER	500 points	
ALIEN ESCAPE	5,000 points	
CUB SCOUT	500 points	
ASTEROID FIELD	3,700 points	
LITTLE PACKER	5,000 points	
CAVERNS OF VENUS	3,181 points	FRANK LOUWDYK
GOLDMINE ADVENTURE	21,865 points	FRANK LOUWDYK
BEAT THE BUG	350 points	

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MONTHLY HINTS

WHAT DICK DIDN'T TELL YOU

1. SPACE FOR VARIABLES

If you have ever written a programme using a lot of variables, you may have had an 'OUT OF MEMORY ERROR'. This may mean you have exceeded the maximum number of bytes reserves for variables. There is a BASIC statement to get past this, although the VZ-200 BASIC reference manual doesn't tell you this.

It is simple to use, just type in:

CLEAR XX
where XX is the number of bytes you wish to reserve.

As there are 1024 bytes in a Kbyte, to reserve one K variable space, you would type:

CLEAR 1024
at the beginning of your programme.

IMPORTANT: Place this statement before any variables are used, as they are set to zero by the CLEAR statement.

2. MEMORY IN USE

I have discovered an interesting way of finding out how much memory is in use on a VZ-200 at any time. What must be done is to subtract the start of the BASIC PROGRAMME (30720) from the EOP/VLT pointer (the end of the BASIC programme).

The formula to find the number of bytes in use is:

```
MF=(PEEK(30969)+256*PEEK(30970))-30720
```

To find out how many K's in use divide this number by 1024.

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If you have a programming hint for the VZ-200 and would like to see your name in print, send it to us at our address on the catalogue.

YOUR LETTERS ANSWERED

Mr. A. Henderson of Wilson, W.A., asks how, when programme editing, to amend an incorrect line without completing retyping the line.

Yes, there is a quicker way of editing lines on the VZ-200 than typing the entire line again. Simply list the line(s) you wish to edit on the screen. Pressing CTRL and fullstop simultaneously, move up to the line which you wish to edit. Then by using the cursor control keys (CTRL pressed simultaneously with M, comma , full stop or space to move in the marked direction), move to the part of the line you wish to alter.

You may type over what is already there, insert spaces by pressing CTRL and L or rub out by pressing CTRL and semicolon.

When you have finished editing a line, press RETURN for it to be stored in memory.